

1991-92 PRODUCT CATALOG

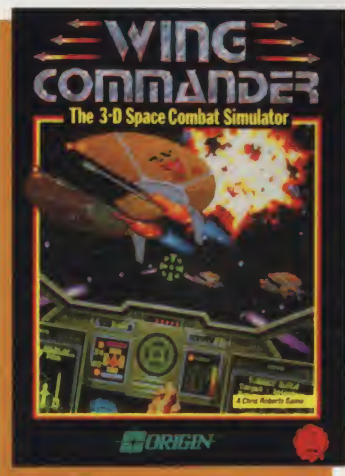


ORIGIN™

We create worlds.™

AUSTIN, TEXAS
USA

SOAR INTO DEEPSPACE DOGFIGHTS WITH YOUR WINGMAN AT YOUR SIDE!



The Terran Confederation is locked in a deadly galactic war with the Kilrathi, a vicious, militaristic alien race whose space combat tactics pose a grim threat to the survival of mankind.



You command a wing of Terran spacefighters as you lead fast-paced, strategic sorties against advancing waves of Kilrathi attack ships.

- Experience realtime spaceflight simulation, combat tactics and pilot-to-pilot interaction as you've only imagined them in the movies until now.
- Witness the most sophisticated, 3-D graphics technology ever seen on a personal computer.
- Experience the intelligent music and sound system that dynamically adjusts the tempo and mood of the music to match the action of the game.*

* Music boards highly recommended for IBM compatibles: Roland MT-32 or LAPC-1, Ad Lib, Sound Blaster

ADD-ON MODULES FOR WING COMMANDER

THE SECRET MISSIONS 1 THE NEXT CHAPTER IN MANKIND'S WAR AGAINST THE KILRATHI

An enemy strike fleet has used a devastating secret weapon to destroy a Terran colony. Pilots of the *Tiger's Claw* must fight against overwhelming odds to thwart the Kilrathi fleet and destroy this new weapon.

- Transfer your *Wing Commander* character and continue your personal quest to defeat the Kilrathi in this new 16-mission campaign featuring four new enemy ships and stunning graphics.
- Fly any of the 40 original *Wing Commander* missions, in any order, with the "Mission Selector".

THE SECRET MISSIONS 2: CRUSADE DISCOVER THE TRUTH BEHIND THE KILRATHI'S "HOLY WAR"

Continuing the story of the *Tiger's Claw*, a huge Kilrathi fleet maneuvers toward an isolated star system and a planet of peaceful, primitive natives. After a Kilrathi renegade defects with the crew of a small destroyer, you'll fly a Kilrathi fighter in a fascinating series of undercover missions.

- Another new 16-mission campaign offering unparalleled intensity, new missions and goals, and higher levels of excitement than ever before.
- Live the relentless adventure as you fly through mission after mission of action and intrigue in a story that tailors itself to your successes... and failures.
- Two new wingmen, Doomsday and Jazz, join you in your battles against enemy pilots!



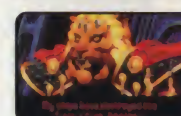
MORE THAN A SEQUEL... IT'S AN EXPLOSIVE INTERACTIVE MOVIE!

NEW

You'll fly the new generation of starfighters – faster, stronger, and even more deadly than before. You'll assault the Kilrathi in the jump-capable *Broadsword* bomber. Attack enemy ships as a tailgunner, launch the killer torpedoes that can destroy a Kilrathi carrier with a single hit and face the deadly new Kilrathi stealth fighters!

But an even deadlier enemy lurks. You'll learn that the Confederation fleet has been infiltrated by human traitors dedicated to the defeat of the Confederation forces.

- Play a larger, more intense game, with nearly twice the missions of *Wing Commander*!
- Thrill to more combat, a suspenseful storyline, new characters, and digitized speech that brings the *Wing Commander II* adventure to life!*
- Use the Instant Replay controls to review your combat from all angles!



* Music boards highly recommended for IBM compatibles: Roland MT-32 or LAPC-1, Ad Lib, Sound Blaster

NEW

ADD-ON MODULES FOR WING COMMANDER II

SPECIAL OPERATIONS 1

Blasting into action after your triumph in *Wing Commander II*, you transfer to Rigel Sector, along the frontier. Supply lines to the front have been cut, and only you can discover why! It could be Kilrathi infiltrators, Mandarins or even pirates! Exciting graphics and pulse-pounding action in true *Wing Commander* style!



NEW

SPECIAL OPERATIONS 2

The Mandarin threat continues in the second expansion for *Wing Commander II*. Eye-popping animation highlights this tension-filled chapter of the *Wing Commander* saga. Are you good enough, or will the Confederation fall to the might of the Empire of Kilrah?



SPEECH ACCESSORY PACK*

The *Speech Accessory Pack* will expand your whole game playing experience. You'll be amazed at the difference that speaking characters can make!

You'll hear your wingmen confirm your commands and praise your successes as you battle the alien enemy. Kilrathi aces will scream defiance at you, cursing if you defeat them and gloating if they succeed in outwitting you. Key cinematic scenes in the game are also enhanced with full speech.



* Sound Blaster compatible only. Versions for other sound boards may be available in the future.

STRIKE COMMANDER

ARCADE ACTION • FLIGHT SIMULATOR

NEW



THE FEW, THE PROUD... THE WELL-ARMED

In the year 2007, the global power structure has been shattered by debt and the thirst for precious oil. Bled dry by taxes, state after state has seceded, leaving the U.S. a fragmented shell of its former glory. Japan and OPEC are the major world powers, and multinational corporations have supplanted countries as the supreme political entities.

In *STRIKE COMMANDER* you'll command Stern's Wildcats, an elite squadron of mercenaries trying to fly straight in a world of deceit and violence. You'll pilot a variety of fighter aircraft, including the Harrier and the F22 Lightning 2, as you engage rival squadrons, renegade third-world dictators, neo-nazis, and the armies of the dreaded IRS, all in the service of Corporation and Country!

Plunge into *STRIKE COMMANDER*, the Interactive Movie! And get ready to glide through cinematically structured scenes in which you play a part.

- Witness the most powerful 3-D system ever written for a PC, featuring RealSpace™, a flexible computer environment utilizing realtime bitmapped images, gouraud-shaded texture-mapped polygonal objects, fractal terrain and atmospheric hazing to produce visuals of unparalleled realism!
- Pilot four different fighters against more than 15 different types of enemy aircraft, from Chinook helicopters to F-15s.
- Struggle with and against characters whose distinctive personalities evolve through compelling storylines, bringing the *STRIKE COMMANDER* universe to life before your eyes!
- Strap yourself into the user-friendly cockpit featuring an interface that makes *STRIKE COMMANDER* one of the most readily-accessible flight simulators of all time!

* Music boards highly recommended for IBM compatibles.
Roland MT-32 or LAPC-1. Ad Lib. Sound Blaster



ULTIMA VII

FANTASY ROLE-PLAYING

NEW

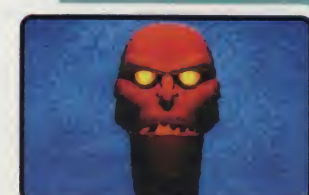
THE ADVENTURE CONTINUES... THE GUARDIAN AWAITS... DARE THE BLACK GATE!

ULTIMA VII The Black Gate delivers the first chapter of Book Three in the exciting, world-renowned *ULTIMA* saga! You, the Avatar, receive a mysterious and taunting message from another dimension. The sender is a malevolent entity whose entire threat to Britannia is unclear. But one thing is certain—this being possesses enormous power and malicious intent.

When you arrive in Britannia, you find that it has been 200 years since your last visit. Though society has advanced, the land is ravaged by a number of plagues — an incurable disease is striking the mages at an alarming rate, pollution and ecological waste are running rampant, and the once reliable Moongates are malfunctioning. On top of it all, a wave of gruesome murders is sweeping across the townships. Your job is to discover who—or what—is behind it all.

- Features a completely redesigned version of the award-winning *ULTIMA* role-playing system, with amazing authenticity that draws you right into the center of the action.
- Spectacular art and animation in 256-color VGA graphics.
- A full-screen view of a finely-crafted, richly detailed interactive world. Use hundreds of unique objects and explore immense expanses of territory.
- An interface that is easier-than-ever to use, with new methods for conversing with characters.
- Environmental sound so real that you can actually hear the rivers flowing, the caverns dripping and the crickets chirping at night.*
- A full-length, cinematic musical score synchronized to on-screen action, and digitized speech (when played with sound accessories).*

* Music boards highly recommended for IBM compatibles.
Roland MT-32 or LAPC-1. Ad Lib. Sound Blaster



Ultima VII

THE BLACK GATE

ORIGIN

ULTIMA: WORLDS OF ADVENTURE

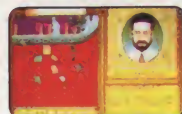
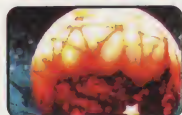
FANTASY ROLE-PLAYING

NEW

HURTLE BACK IN TIME TO THE 1890'S AND ASK "WHAT IF?"



The valiant adventurer is the Avatar, hero of every *Ultima* story. In *Martian Dreams*, he travels to the Victorian era to rescue a stranded Mars expedition, but soon finds himself on an even bigger quest: to resurrect the long-dead Martian race! This is the game that asks...



- *What if* an ancient race of beings had actually built canals on Mars as Percival Lowell surmised?
- *What if* Jules Verne and H.G. Wells had been right, and a space cannon powerful enough to send men into space had actually been constructed?
- *What if* a modern explorer ventured forth to rescue these stranded notables to restore their future and his own past?

ALSO AVAILABLE...THE MARTIAN DREAMS CLUE BOOK
...YOUR TICKET BACK TO EARTH! SEE PG. 12

JOIN THE EXPEDITION TO A LAND THAT TIME FORGOT!

Discover the hidden world of Eodon as you are transported by a Moongate into an exotic and perilous jungle domain ruled by bloodthirsty dinosaurs and a tyrannical high priest. Together with your modern-day companions, Professor Rafkin and ace reporter Jimmy Malone, and with the assistance of the exotic jungle princess Aiela, you will uncover mysteries of lost civilizations, enigmatic pyramids, native tribes and a spectacular underground city built by an ancient, yet advanced race of beings.

- Spectacular art and animation from ORIGIN's acclaimed designers and artists.
- Full-length "soundtrack" and musical score.
- Dozens of interesting characters with unique personalities and sophisticated interactive conversations.



THE SAVAGE EMPIRE CLUE BOOK
...DON'T GET LOST WITHOUT IT!
SEE PG. 12

ULTIMA: THE UNDERWORLD

ACTION • FANTASY ROLE-PLAYING

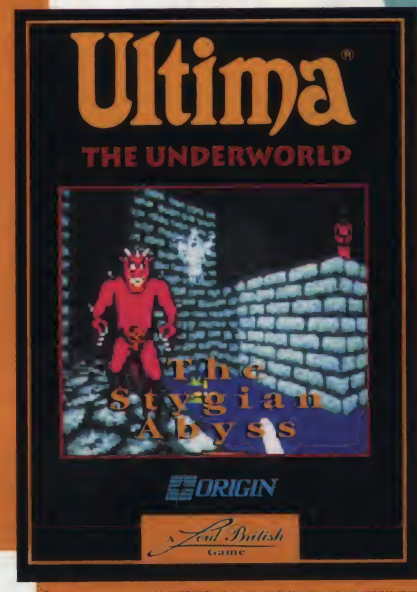
NEW

EXPLORE WITH CAUTION THE MOST REALISTIC DUNGEON YOU'VE EVER SEEN!

As in times past, you are called to the land of Britannia by a shimmering Moongate. Stepping through the gate, you arrive to witness the abduction of the baron's young daughter from her bedroom. Before you can intercede, both daughter and abductor vanish as guards burst into the room. Judgment is passed on your apparent guilt, and you are thrown into the Stygian Abyss, the most dreaded dungeon in all of Britannia.

Locked into a world of darkness, you must find a way to survive. With luck and courage you will learn to thrive in this perilous underworld. But survival is just the beginning of your adventure, for in these labyrinthine pits your destiny awaits.

- The 3-D setting is the infamous Stygian Abyss, a vast and richly detailed underworld labyrinth excavated around a volcanic core, with twisting corridors, soaring chambers, gaping chasms, bubbling lava pools and much more.
- The game system sets a new PC benchmark with a "virtual reality" presentation that features real-time action. Walk and turn smoothly down passageways, leap across chasms, even swoop magically through the air.
- The graphics are detailed, imaginative and fully functional with boulders that roll down slopes, arrows that are in flight, flasks of oil that smash against walls and burst into flames. Every object behaves as you would expect it to.
- The plot is rich with intrigue, dark secrets, twisted storylines and memorable characters.

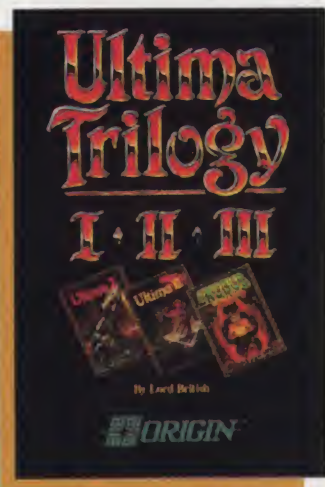


THE ULTIMA SERIES: I – VI

ULTIMATE FANTASY ROLE – PLAYING

ULTIMA TRILOGY I – II – III

THE ORIGIN OF THE AWARD-WINNING ULTIMA SAGA



More than 1 million fans throughout the world have been enchanted by the struggles of Lord British's kingdom against the forces of darkness. In *Ultima I, II, and III*, Lord British weaves the captivating story of the Triad of Evil. Now you can confront the Triad and enjoy all three of these classics in this distinctive special edition of the *Ultima Trilogy*.

ULTIMA I – THE FIRST AGE OF DARKNESS

From the lair of Mondain the Wizard, hordes of nighmarish creatures stalk forth to devastate the tranquil kingdoms of Sosaria.

ULTIMA II – THE REVENGE OF THE ENCHANTRESS

Evil thunders its way into the world once again. Minax, the young apprentice of the foul wizard Mondain, has grown to adulthood. With unrelenting fury, the Enchantress inflicts a hideous vengeance against the land and its people.

ULTIMA III – EXODUS

After years of peace, fragments of a manuscript hint at an unholy alliance between Mondain and Minax. Soon the orc drums beat again, heralding the awakening of the Great Earth Serpent from a slumber of countless ages.

"NOTE: Each Ultima game can be played separately and in any order. No previous experience necessary."

"...ONCE YOU PLAY ONE, YOU'LL WANT TO PLAY THEM ALL"
– COMPUTE

ULTIMA IV – QUEST OF THE AVATAR

THE BEGINNING OF THE AVATAR'S EPIC TALE

The diabolic Triad of Evil has been vanquished – but now a subtler evil has emerged. The world of Britannia is torn with strife, and the people have lost focus and direction in their lives. To lead them in the correct direction – to save their very souls – you must face the agonizing trials and struggles of becoming an Avatar. This requires demonstrating the eight virtues of Avatarhood in various victories over seemingly impossible odds!

- 16 times larger than previous *Ultimas* with more dungeons, towns, villages and towers to visit.
- More than 30 distinctive magical spells you can call upon to aid in your quest.
- Fight, trade and converse with hundreds of creatures and characters
- Over 100 hours of game-play.
- Full-length musical soundtrack in some computer formats.



ALSO AVAILABLE – THE ULTIMA IV CLUE BOOK (THE WAY OF THE AVATAR) – SEE PG. 12

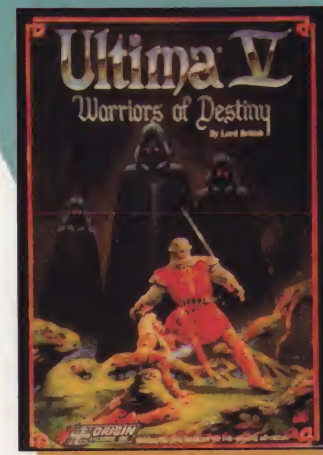
ULTIMA V – WARRIORS OF DESTINY

LEAD THE SEARCH FOR LORD BRITISH

Lord British, benevolent sovereign of Britannia, has been lost on an expedition to explore the newly-discovered Underworld. The once-loyal Blackthorn has assumed the throne and imposed martial law to keep the peace. But he is soon seduced by power and becomes a tyrannical dictator, aided by shadowy lords of evil from another age. Only you, the Avatar of Legend, can save the True King and end Blackthorn's reign of terror!

- Exploit the powerful combat system – watch your axes fly and your arrows soar.
- Weave spells to conjure demons, call forth rushing winds of flame or become invisible.
- See murmuring fountains, ticking clocks and lighthouses that cut swaths of light through the night.
- Explore over 30 multi-level villages, towns, castles and keeps, some with as many as five levels.

ALSO AVAILABLE – THE ULTIMA V CLUE BOOK (PATHS OF DESTINY) – SEE PG. 12



"NOTE: Each Ultima game can be played separately and in any order. No previous experience necessary."

ULTIMA VI – THE FALSE PROPHET

UNCOVER THE MYSTERY OF THE GARGOYLES!

The action begins immediately as you, the Avatar, find yourself in the clutches of horrifying gargoyles! These evil creatures have attacked Britannia and you alone can stop them.

But there's more to *Ultima VI* than just killing monsters. As your actions advance the story, you learn about the gargoyle race and soon realize that the invaders aren't mindlessly evil – they're fighting to save their race and to right an ancient wrong. In *Ultima VI*, things are not always as they appear...and evil is not so easily defined.



- A true "world simulation" of huge proportions. Explore it all! Sail upon its waters to distant shores. Converse with hundreds of inhabitants. Examine and use the thousands of objects to be found.
- The first *Ultima* in the history of the series to be designed entirely on the IBM. Superb graphics and a terrific musical score.
- A climatic conclusion to The Second Trilogy!

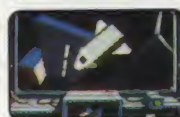


ALSO AVAILABLE – THE ULTIMA VI CLUE BOOK (BOOK OF PROPHECY) – SEE PG. 12

EXCITING ESCAPADES IN THE FAR REACHES OF THE GALAXY



Perform intricate space flight maneuvers in realtime 3-D simulation as you navigate dense asteroid fields, ion storms and twisting worm holes. Put your sturdy spacecraft through its paces as you engage hostile ships in life and death combat.



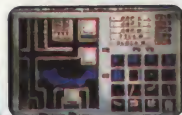
- Spectacular 3-D graphics, displaying starships, planets, mining outposts, space stations and more!
- Heated dogfight action from chase plane, cockpit and cinematic views.
- Authentic flight dynamics that test your piloting skills.
- Sequences that build your reputation with every action...are you a well-intentioned trader or a plunderous pirate?

"AN EPIC SPACE NOVEL!" – HOME OFFICE COMPUTING

AN ERA WHEN INTELLIGENT WAR MACHINES FIGHT MANKIND'S BATTLES FOR HIM

Join the elite cybernetic engineers of the future as you design and program the world's ultimate cybertank. You'll define chassis specifications, install weapon systems and devise the Artificial Intelligence (AI) programs that will guide your cybertank in the field of battle.

- Design the battlefields upon which your creations will be tested. Include your choice of buildings, obstacles, roads, water and trees.
- Master the easy-to-learn, English-based Cybertank Command Language that gives you absolute control of your cybertanks.
- Upload and download cybertank designs via modem from bulletin boards and other computers.



"A SURE WINNER" – COMPUTE

LEARN THE SECRETS OF SURVIVAL IN AN EXOTIC LAND OF MYSTERY AND MAGIC

Recruited by Moebius, the Windwalker, you begin as a humble fisherman but soon rise to the heights of wisdom and mastery of the martial arts. Your quest is to find and rescue the missing emperor and his wife, while maintaining the perfect path of virtue and knowledge.

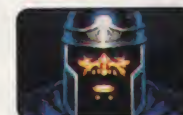
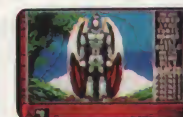
- Enjoy 3-D perspective and storybook graphics in an elegant, easy-to-use presentation.
- Journey by land, sea or magical transport over fully scrolling, richly illustrated terrain.
- Interact with hundreds of characters as you explore the ancient world.
- Control full-figured characters in smooth, animated combat as you defend yourself against aggressors.



"AWARD OF EXCELLENCE!" – COMPUTER ENTERTAINER

CHALLENGE THE MOST IN-DEPTH MEDIEVAL COMBAT GAME IN AGES!

Since childhood you've marvelled at the gallant knight standing tall in his shining armor before his hopelessly fallen foes. Now you can drink deep of the adventure of knighthood, as you sally forth into Ashtalarea, where you will face 24 different quests designed to test your mettle.



- Choose from hundreds of combinations of armor, weapons and spells.
- Adventure with up to 6 companion travellers, chosen from among 4 different races of beings and 40 classes of skill.
- Interact with the many inhabitants of the land; learn their faces, listen to their tales.
- Delight to the friendly and attractive graphic interface that makes playing the game a sheer joy.

"COMPELLING AND COLORFUL" – COMPUTE

QUEST FOR CLUES II, III, IV (ORIGIN) CLUES AND SOLUTIONS TO THE BIGGEST HIT SOFTWARE... 40 OF YOUR FAVORITE TITLES IN EACH EDITION



- King's Quest IV
- Leisure Suit Larry I & II
- Beyond Zork
- Wizardry IV
- Bard's Tale
- and many more!

- Bad Blood
- Battletech
- Hero's Quest
- Future Wars
- Manhunter: S.F.
- Keef the Thief
- and many more!

- Bane of the Cosmic Forge
- Eye of the Beholder
- King's Quest V
- The Secret of Monkey Island
- and many more!

THE OFFICIAL BOOK OF ULTIMA (COMPUTE BOOKS)

244 pages filled with *ULTIMA* trivia! "A Decade in the Dungeons" reviews the first 10 years of the *ULTIMA* series, including an 'insider's look' into the life of Richard Garriott, a.k.a. Lord British. "Backstage At The Castle" goes behind the scenes for a look at the design and development of the *ULTIMA* games. Meet those involved and learn how it's done.



WING COMMANDER I & II - THE ULTIMATE STRATEGY MANUAL (ORIGIN/PRIMA)



Meet Chris Roberts and the *Wing Commander* design team. Find out all the hints, tips and maps to ace fighter flying through both games and *The Secret Missions*.

ULTIMA - THE AVATAR ADVENTURES (ORIGIN/PRIMA)



An exciting narrative book that "walks through" the complete Avatar trilogy. It's a detailed guide to *Ultima IV-VI*, with a bonus section on *Ultima VII*.

COMPREHENSIVE ULTIMA CLUE BOOKS

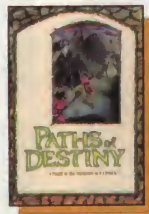


SECRETS OF
SOSARIA
(ULTIMA III)



THE WAY OF
THE AVATAR
(ULTIMA IV)

PATHS OF
DESTINY
(ULTIMA V)



THE BOOK OF
PROPHECY
(ULTIMA VI)



KEY TO
THE BLACK
GATE
(ULTIMA VII)

MALONE'S GUIDE
TO THE VALLEY
OF EODON
(SAVAGE EMPIRE)



THE LOST
NOTEBOOKS
OF NELLIE BLY
(MARTIAN DREAMS)



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- Express shipments can be accommodated (overnight, 2nd-day air), but you must call our office for a quote on the surcharge that must be included with your payment.
- CANADA & FOREIGN ORDERS NOTE: Shipping charges **do** apply on all orders going outside of the United States. This must be included with your payment. Please see the list of charges at the bottom of the Order Form on Page 15 for details.
- To avoid unnecessary delays, please be sure to provide your complete address!

Risk-Free Guarantee

We stand by our products. If, for any reason, you are not completely satisfied with any program purchased from this catalog, just return the product to ORIGIN within 10 days of receipt. We will promptly exchange the program or refund the full purchase price.

Questions About Compatibility?

Most ORIGIN software is designed to run on the computers listed in the Availability/Compatibility charts shown on Pages 13-14. Basic hardware specifications are indicated. We cannot assure the compatibility of our software with some brands of computers, nor with disk drives manufactured by companies other than the original computer makers. If your computer is not listed in these charts, or if you have any questions related to probable compatibility, please call ORIGIN and we'll try to help!

PG. #	SOFTWARE TITLE	PRICE (U.S. DOLLARS)	COMPUTER TYPE (IBM & COMPATIBLES ON PAGE 14)						NOTES
			COMMO-DORE C64/C128	AMIGA 500, 1000, 2000	APPLE IIx, IIk, IIgs	APPLE II GS	MACINTOSH 512, 512E, PLUS, SE, II	ATARI 520 ST, 1040 ST	
8	Ultima Trilogy	\$59.95	✓		✓				C64/C128: Only 64K required to play all titles. Ultima V requires 128K for music.
8	Ultima IV	\$59.95	✓	✓	✓			✓	Amiga: Only 512K required to play all titles.
9	Ultima V	\$59.95	✓	✓	✓			✓	Apple IIx, e, c: Space Rogue and Windwalker require 128K to play. All other titles require only 64K.
9	Ultima VI	\$69.95	✓						Apple IIgs: Only 768K required on both IIGs titles. All Apple II titles will run on IIGs in Apple II mode.
10	Space Rogue	\$49.95	✓	✓	✓		✓	✓	Macintosh: Only 512K required to play all titles. Full color support included on all titles, though Space Rogue requires 1 MB for color.
10	Omega	\$49.95	✓	✓	✓	✓	✓	✓	
11	Windwalker	\$39.95	✓	✓	✓	✓	✓	✓	
11	Knights of Legend	\$49.95	✓		✓				Atari ST: Only 512K required to play all titles.

NINTENDO GAMES

- Ultima: Warriors of Destiny (NES) \$59.99
- Ultima: Exodus (NES) \$54.99
- Ultima: Quest of the Avatar (NES) \$59.99
- Ultima: Runes of Virtue (Gameboy) \$37.99

BOOKS & CLUEBOOKS

- Quest for Clues IV 40 games of 1990-91 ... \$24.99
- Quest for Clues III 40 games of 1989-90 ... \$24.99
- Quest for Clues II 40 games of 1988-89 ... \$24.99
- Wing Commander I & II
- The Ultimate Strategy Manual \$18.95
- Ultima: The Avatar Adventures \$18.95
- The Official Book of Ultima \$12.95
- Ultima: Exodus Nintendo cluebook \$8.00
- Lost Notebooks of Nellie Bly (Ultima: Martian Dreams) \$14.95
- Malone's Guide to Eodon (Ultima: Savage Empire) \$12.95
- Key to the Black Gate (Ultima VII) \$14.95
- Book of Prophecy (Ultima VI) \$12.95
- Paths of Destiny (Ultima V) \$12.95
- Way of the Avatar (Ultima IV) \$12.95
- Secrets of Sosaria (Ultima III) \$12.95

NOTES:

- (1) Each "Disk Format" includes all "Graphics" and "Music Board" options/features.
- (2) Expanded memory (1MB+) provides enhanced game play features (i.e.: more detailed graphics and/or full music board support, etc.).
- (3) *Space Rogue* only: VGA/MCGA mode requires 512K memory.
- (4) *Space Rogue* only: EGA/Tandy, CGA and/or Hercules modes require 384K memory.
- (5) *The Secret Missions* are add-on modules designed for play with *Wing Commander* (required).
- (6) *Special Operations* and *The Speech Accessibility Pack* are add-on modules designed for play with *Wing Commander II* (required).
- (7) Advanced PCs recommended for optimal performance: (a) 286/12+, (b) 286/16+, (c) 386/16+, (d) 386/20+.

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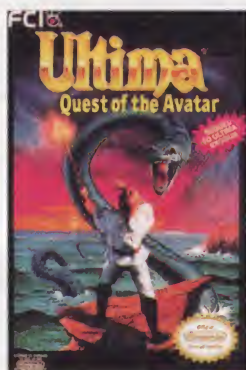
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